

Nintendo ENTERTAINMENT SYSTEM



TECMO™

GAME DEVELOPERS

This game is
LICENSED BY NINTENDO
FOR PLAY ON THE

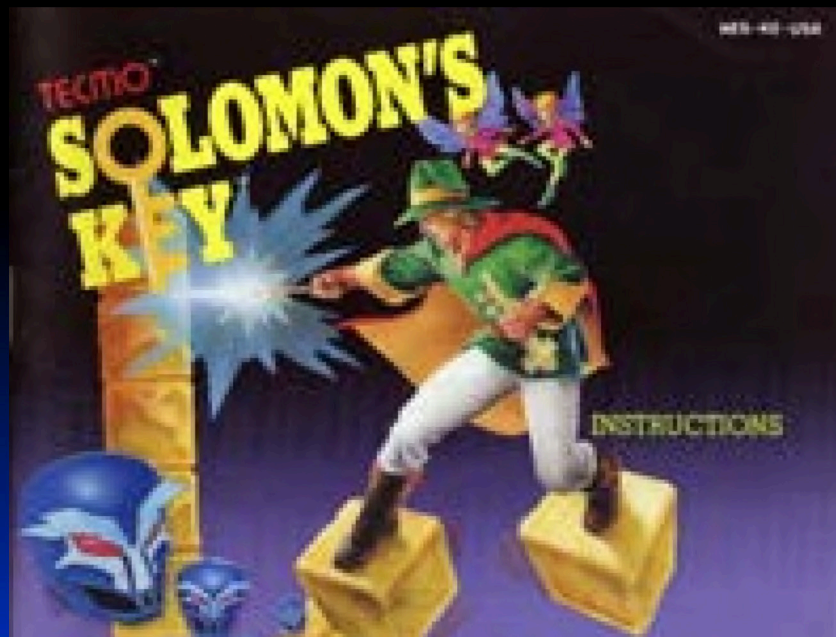
Nintendo

ENTERTAINMENT
SYSTEM™

Super Mario

© 1988 Nintendo

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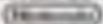
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Thank you for selecting the fun-filled "SOLOMON'S KEY" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the steps in these instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

- 1) Avoid subjecting this high precision game pak to extreme temperature variations and immediate shock. Furthermore, never attempt to disassemble your game pak.
 - 2) Do avoid touching internal connections, and keep clean by inserting game pak in protective storage case.
 - 3) Use of chemicals, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
 - 4) For best results, place the game a distance away from your television set.
 - 5) Pause for 30-45 minutes after 2 hours of more of continuous game playing. This will extend the performance of your game pak.
- * Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM,
AND THE DESIGN OF NINTENDO OF AMERICA INC.



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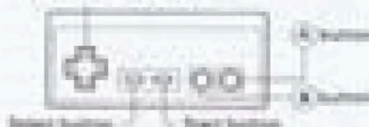
1. PROLOGUE

Long, long ago the world was in a state of chaos, where demons caused evil & tormented all. That changed when Solomon, a great king & magician, invented a magical formula which he wrote inside a secret book called "Solomon's Key". This book arrested and sealed away all evil demons into a constellation sign which was hidden. "Solomon's Key" restored light and peace to the world. Upon hearing this legend, a tacit monk searched for a long period of time to find "Solomon's Key". After locating the constellation sign, he discovers the "Key". Once in his grasp many dreadful demons were freed from the magical power of this book. The world was brought back to chaos and darkness. Everything on earth was now under control by the demons just like the pre-creation days. King Yutxa from the fairyland called "Lyrac", ordered the wizard, Dana to restore order back to the world. Dana accepted this mission and stepped into the forbidden land of the "Constellation Sign".

2. HOW TO OPERATE THE CONTROLLER

- NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS
- THIS GAME IS ONLY A(1) PLAYER GAME!

Control pad - Use to control



• SELECT BUTTON

Not used.

• START BUTTON

Pressing this button starts the game. (Pause function). Pressing the start button during the game causes the game to be stopped temporarily. And pressing it again restarts the game.

OPERATION FOR DANA

• D-PAD



*Oblique operation allows oblique jump or enables him to walk in uncropped position.

(A) button: Some appearing/disappearing maps used. (See page 8.)

(B) button: First last maps used. (See page 7.)

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○ BUTTON



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(A) BUTTON USED FOR STONE.....

This function permits the appearance and the disappearance of the brown colored stone. Whereas the white stones cannot be erased and no stone is allowed to appear at the point of demon's seal.



1. Usually a stone appears or disappears when you push the (A) button.



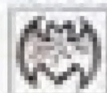
2. When Dera encounters a stone appears or disappears when you push the (A) button.



3. When entering a stone appears or disappears when you push the (A) button.



4. If you use the magic (Spirits) on the flying force called "Burr", the flying power will stop so Dera is made used for a short period of time.



5. The demon seal makes the stone appearing/disappearing magic (A) button ineffective.

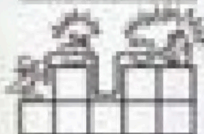
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B BUTTON (FIRE BALL MAGIC)

Pressing this  button causes a fiery fireball to be thrown. The enemy will be covered with flames and die.

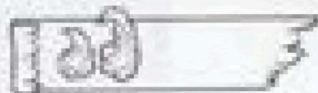


* A fireball moves along slowly. It disappears when it arrives against the enemy.



* A super fireball will burn out every enemy in its path.

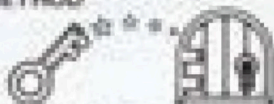
* You can store fireballs for many of a so called "flame". But keep in mind that the capacity is limited by the length of a scroll in the upper corner on the right hand side. These flames you see



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3. HOW TO PLAY THE GAME

• CLEARING METHOD



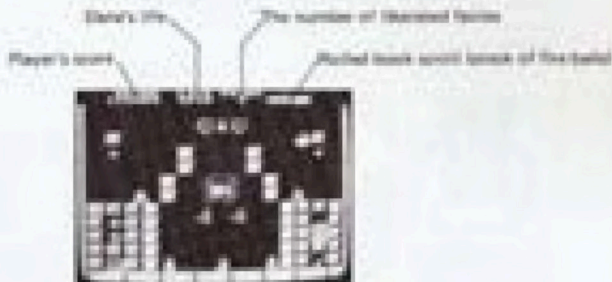
The constellation sign consists of 50 rooms which communicate with each other through doors. Obtaining a key allows a door to be opened. And going into a room with an opened door, Dora can go to the next room. In some rooms, the key is hidden in a stone.



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• LIFE AND BONUS

You may think that all you have to do is to simply obtain Solomon's Key and go to play the next round! But there's no time to remain idle. You can see a character called "LIFE" on the upper part of the display screen! The "LIFE" displays refers to the remaining lives of Dora. The constellation sign is full of magical powers which absorbs Dora's life. Dora must succeed in order to free the fairies who will give you extra life and bonus!



4. MAGIC ITEMS

There are 12 kinds of items. You can see each kind of item from the beginning. Other kinds of items are hidden in stores. And special kinds of items reappear after being taken out and used. The enemy should also have other special kinds of magical items as well.



1 Jar of Magic

There is a jar of magic in the early 1-1. When you collect this jar, you can use it to make a magic item. You can use it to make a magic item.



2 Jar of Magic

This jar is a magic item. You can use it to make a magic item. You can use it to make a magic item.



3 Jar of Magic

This jar is a magic item. You can use it to make a magic item. You can use it to make a magic item.



4 Jar of Magic

This jar is a magic item. You can use it to make a magic item. You can use it to make a magic item.



5 Jar of Magic

This jar is a magic item. You can use it to make a magic item. You can use it to make a magic item.

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• Bottle of Poison
This bottle contains a deadly poison that will kill any creature that drinks from it. It is a very rare item, and is found in the dungeons of the castle.



• Medicine of Poison
This is a very rare medicine that will cure any creature that is poisoned. It is found in the dungeons of the castle, and is a very valuable item.



• Bell of Lure
This bell is used to lure any creature that is nearby. It is found in the dungeons of the castle, and is a very valuable item.



• Fairy



• Medicine of Poison
This medicine is a very rare item that will cure any creature that is poisoned. It is found in the dungeons of the castle, and is a very valuable item.



• **Treasure bags**
These are found in many levels and contain a variety of items, including coins, keys, and power-ups. They are often guarded by enemies or hidden in secret areas.



• **Keys**
These are used to unlock doors and access new areas. They are often found in treasure bags or hidden in secret areas.



• **Coins and other items**
These are used to purchase items and power-ups. They are often found in treasure bags or hidden in secret areas.

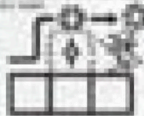
SECRETS

B ULTRA-TECHNIQUES

There are a great number of techniques not introduced in this magazine yet. It's great fun to find your own unique techniques, but I'll give you some of the special techniques if you promise not to tell anyone else that you learned them!

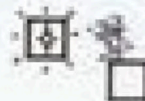
Example 1

Jumping over a wall is a common technique. To do this, you must jump at the right time and in the right direction. This is a secret technique that only a few players know.



Example 2

Running down a steep slope is a common technique. To do this, you must run at the right time and in the right direction. This is a secret technique that only a few players know.



Example 3

Swimming underwater is a common technique. To do this, you must swim at the right time and in the right direction. This is a secret technique that only a few players know.



5. DEMONS AMBUSHING DANA



• Demon of Greed

The Demon of Greed is the first demon to appear in the game. It is a small, round, green demon with a single eye and a wide, toothy grin. It is the first demon to appear in the game.



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● Ghost

The ghost is a small, white, sheet-like creature with a large head and a small body. It is a common enemy in the game, and it can be defeated by shooting it with a gun.



● Bat

The bat is a small, white, sheet-like creature with large wings and a small body. It is a common enemy in the game, and it can be defeated by shooting it with a gun.



● Giant monster

The giant monster is a large, white, sheet-like creature with a large head and a small body. It is a common enemy in the game, and it can be defeated by shooting it with a gun.



● Star-shaped monster

The star-shaped monster is a small, white, sheet-like creature with multiple arms and a central body. It is a common enemy in the game, and it can be defeated by shooting it with a gun.



● Giant

The giant is a large, white, sheet-like creature with a large head and a small body. It is a common enemy in the game, and it can be defeated by shooting it with a gun.

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6. EPILOGUE

The consultation signs are full of mysteries. Follow some of them here, listed below.

Fairyland

A rumor says that the fairyland is attacked by demons and that the fairies ask for help. Be sure to find and help those fairies.

Mystery of Solomon's Key

It is said that two papers for "True Conversation" and "Secret conversation" were torn away and are presently missing. If these two papers are now combined, they will produce a powerful magic, thus exerting an immediate influence upon the games that result. The fairies who will interpret many magical mysteries. Solomon's Seal will surely guide Dora to these two papers.

The princess of all the fairies

The daughter of the King Fairy is said to be imprisoned somewhere in the consultation signs. Her name is Lilia. According to an ancient legend, the rescue of her prince someday will cause the world to be full of fairies. It depends on you whether you will get wonderful results. The mysterious trip of Dora has just begun to unfold, please enjoy!



7. GAME DEVIATION VALUE [G.D.V.]

Your game deviation value is displayed on the screen when the game is either over, or you finish the game to its end. This method of evaluation is groundbreaking in that your abilities are properly analyzed and synthetically computed. Ability estimation in terms of only score has fallen behind the times. G.D.V. permits simultaneous estimation of various techniques besides contemporary scores.

What on earth is the ultimate game deviation value?
How about you? Do you understand this advanced concept?

This instruction manual does not explain everything about "Solomon's Key". It leaves much to be devised by you. Try to find your own creative techniques to get a high deviation value. There is no alternative but to make every effort in order to get satisfactory results. We hope you will succeed. Even if you call us to ask for answers, we make it a rule not to tell all our secrets... You must develop your game skills on your own!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Increase the distance with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio — TV Interference Problems

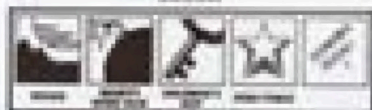
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 204-000-003-48-4.

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SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for SOLOMON'S KEY and send! When you've collected a total 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail in to TECMO in order to receive Special bonus offer -- It will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Computer Division Hotline", 1 (800) 451-1800.

MAIL DIRECTLY TO TECMO, INC.
ADDRESS LISTED
BELOW



Collect Badges and
other five games from

TECMO

SEND
TO

TECMO, INC.
100 S. 4TH AVE. 10TH
FLOOR, ST. LOUIS

Note: You must write down your name and address on the enclosed seal with black ink or by hand-writing and mail together with STICK-ON SEAL, in order to receive a surprised gift properly.

OFFICIAL I.D. BADGE →

